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PC version screenshot

WiiWare Gets Home Sweet Home

The casual game-mania begins

With Nintendo's [WiiWare](#) ready to give every company the chance to promote, publish and fill the small hard disk drives with all sorts of Wii games, it seems natural that most of them will just come and pass by unnoticed. Probably it's not the case for Home Sweet Home, the Nintendo Wii port of the game that's already released on PC. Developed by Big Blue Bubble, the game allows everybody fond of casual gaming to give it a go with interior designing and will be one of the first games to be released on [WiiWare](#). You will have to do the same things you did in the PC version but, if you are one of those unlucky fellows that didn't try the game, here's the "story": you will have to listen and learn your client's tastes, create designs for them, following the stuff they tell you and direct your team of workers to assemble it within a time limit. Lots of clicking and repetitive stuff. But many people will love it because Home Sweet Home fully utilizes the features of the Wii Remote and it's always cool to swing a piece of plastic. And if you enjoy this game, rest assured because more will follow, since neither Big Blue Bubble nor the other companies that will develop other WiiWare games will stop producing them. So, we estimate that by the end of the year, all the Peggles, Zumas, Cooking Mamas and other casual games will be present on Nintendo's Wii console, together with many other similar titled. Wee, such a joy! Now, back to our Home Sweet Home and especially to developers Big Blue Bubbles, you should also know that it has over 30 high profile games in the portfolio and is one of the leading video game developers in Canada. With strong focus on the developing technology and showcasing it through award winning games, Big Blue Bubble will continue to lead the way in becoming a cornerstone of the casual gaming world.